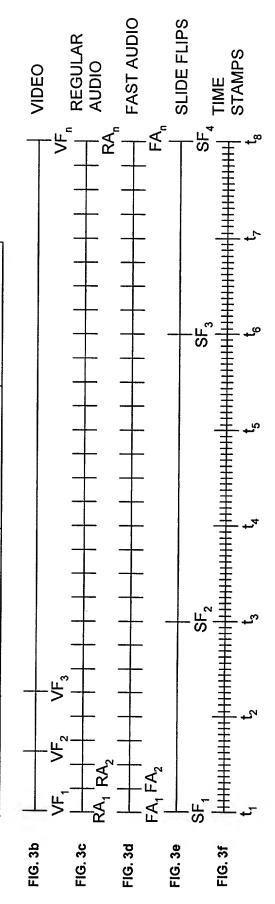


		_			
TIME STAMP OF DATA PLAYED	REAL TIME (TIME OF LATEST DATA CAPTURE + NETWORK LATENCY)	DEPENDENT ON USER REQUEST	DEPENDENT ON JSER REQUEST	BEGIN: DEPENDENT ON USER REQ. & ut< rt END: WHEN ut = rt	
TIME S DATA	REAL TIME (TIME OF L/ DATA CAPT + NETWORI LATENCY)	DEPENUSER	DEPEI	BEGIN: DEPEN USER F END: W	
CONTENT DELIVERY SPEED	NORMAL	FAST (REVERSE TIME STAMP ORDER)	NORMAL	FAST	
DATA STREAMS	VIDEO, REGULAR AUDIO, SLIDE FLIPS	VIDEO, SLIDE FLIPS (SFn-1)	VIDEO, REGULAR AUDIO, SLIDE FLIPS	VIDEO, FAST AUDIO, SLIDE FLIPS	
MODE	LIVE	REWIND	PLAY	сатсн-иР	PAUSE

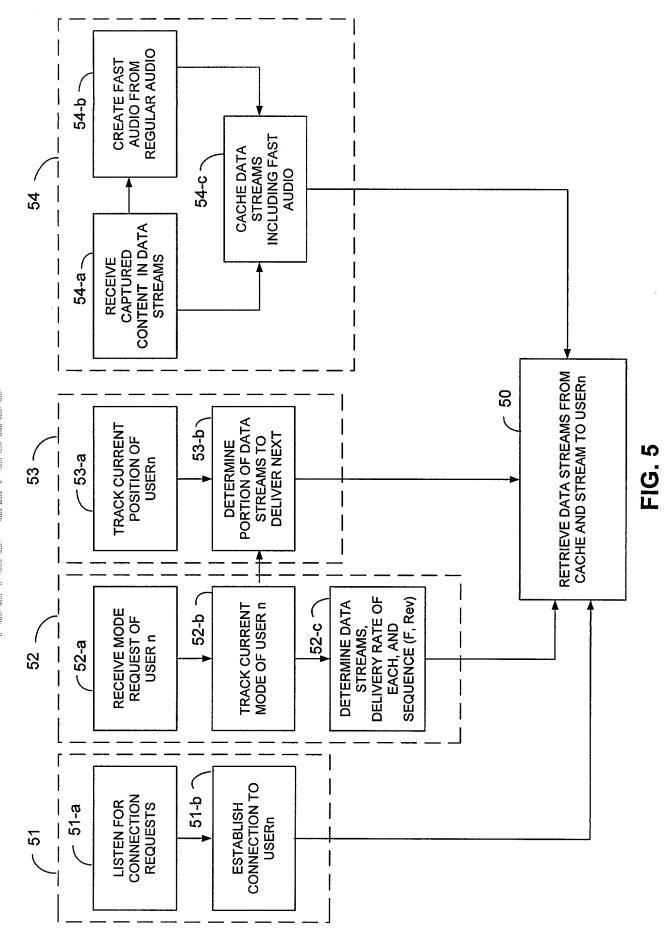
FIG. 3a



USER OBJECTS

- 1. USER₁, MODE, TIME STAMP
- $\mathbf{2}$. USE $\mathbf{R}_{\mathbf{2}}$, MODE, TIME STAMP
- 3. USER3, MODE, TIME STAMP
- •
- n. USER, MODE, TIME STAMP

FIG. 4



									REAL TIME
t, t ₈ t ₉ t ₁₀	t ₈	t ₇	t ₆	t ₅	t 4	t t	t ₂	ť	ADJUSTED TIME STAMP
t ₃ t ₉ t ₁₀	÷.	t ₁ t ₂	ť	t,	t t t	£,	t ₂	t,	ORIGINAL TIME STAMP
$VF_1 \mid VF_2 \mid VF_3 \mid VF_2 \mid VF_1 \mid VF_1 \mid VF_2 \mid VF_3 \mid VF_9 \mid VF_{10}$	VF ₃	VF_2	VF1	VF_1	VF2	VF_3	VF2	۷F	DATA DELIVERED
LIVE		PLAY		REWIND	REM		LIVE		MODE

FIG. 6

